

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while
 watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- · Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products

without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.



Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

LICENSED BY



The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

TABLE OF CONTENTS

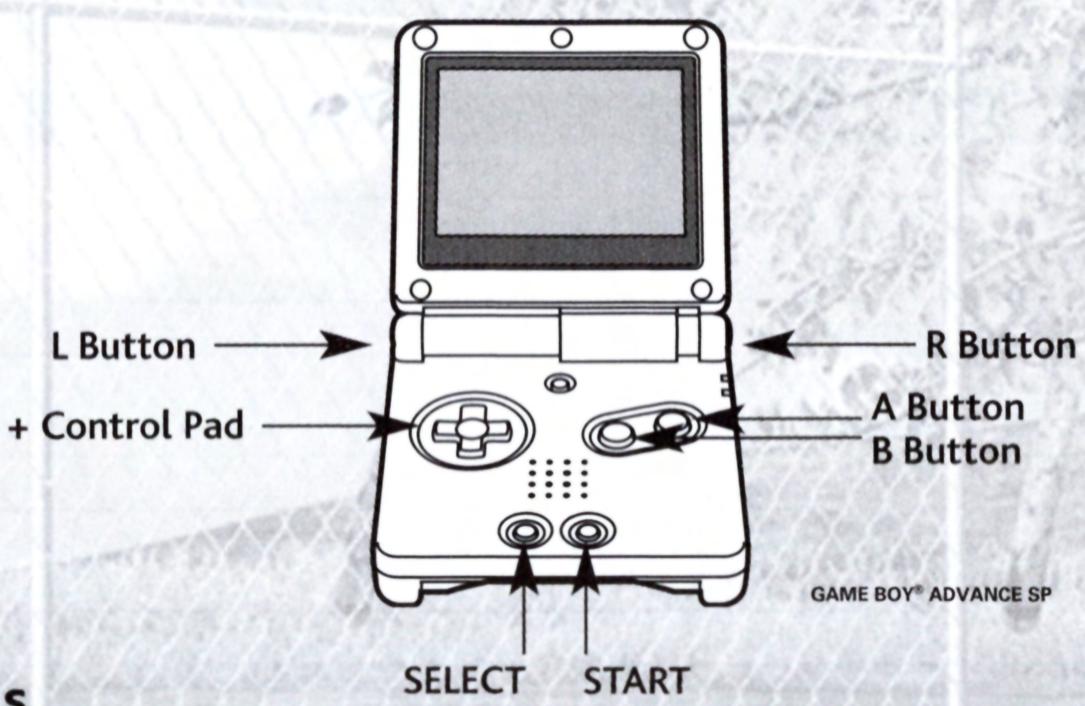
Getting Started	4
Controls	
Saving and Loading	
Welcome to Backyard Basketball®!	7
Main Menu	7
Options	9
Pause Menu	
Info Barry	.11
Pick-Up Game and Season Play Setup	.12
Mini-Games	.18
Game Screen	.18
Game Summary Screen	.20
Extras	.20
Multiplayer	
Official BBA Rules	.22
Stats	
Credits	
Atari Web Sites	.26
Technical Support	
End-User License Agreement	.29

GETTING STARTED

- Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
- 2. Insert the Backyard Basketball® Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.
- Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
- 4. When the title screen appears, press START to proceed to the Main Menu.

Note: For multiplayer games, connect two Game Boy Advance systems (each with a *Backyard Basketball* Game Pak) via a Game Boy® Advance Game Link® cable. (See "Multiplayer" on page 21 for details.)

CONTROLS



Menu Controls

CONTROL	ACTION
+ Control Pad	Navigate menu /
	Cycle menu choices
A Button Accept	
B Button	Back
R Button	View more teams (Select Team screen)
L Button View more teams (Select Team screen)	
START Accept / Continue / Jump to game (when available)	
SELECT	Display Info Barry /
	Hide Info Barry

Gameplay Controls

CONTROL	ACTION	
+ Control Pad	Move player	
A Button	Offense: Press and hold to jump; release to shoot /	
	Tap to pump fake the ball	
	Defense: Block / Jump / Rebound	
B Button	Offense: Pass	
	Defense: Switch players	
R Button	Turbo	
L Button	Offense: Spin move	
	Defense: Steal	
START	Pause Menu	

SAVING AND LOADING

With Auto Save set to ON (see "Options" on pages 9-10), your Season Play progress is automatically saved following the completion of each game. To pick up exactly where you left off in the season schedule, simply sign in as the same coach. **Note**: Games played in Play Now, Pick-Up Game, Mini-Games and Multiplayer modes are not saved.

WELCOME TO BACKYARD BASKETBALL®!

For the first time ever, Backyard Basketball is on the Game Boy Advance! Create your own portable basketball team with Backyard Kids and cool kid versions of NBA stars! It's slam-dunk action full of wacky courts and crazy Backyard Basketball power-ups!

MAIN MENU PLAY NOW

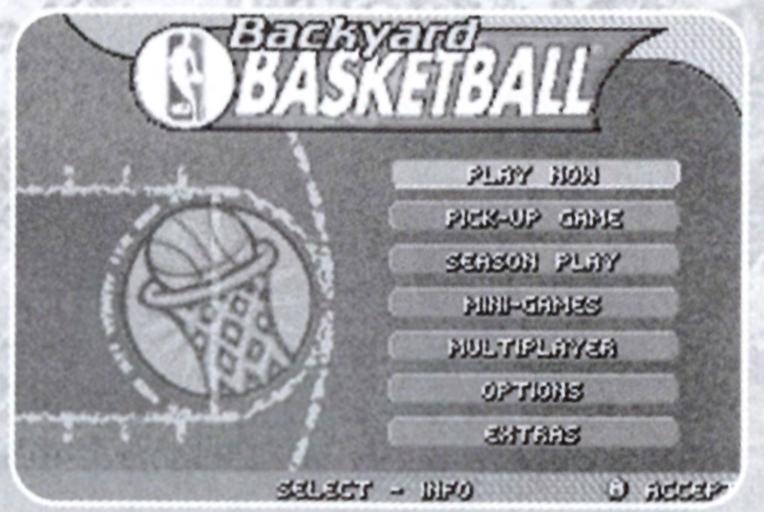
Play a spontaneous game with randomly selected teams and players on a random court. The results of Play Now games do not affect Season Play statistics.

PICK-UP GAME

Play a single game where you choose a team, players and a court. The results of Pick-Up games do not affect Season Play statistics (see "Pick-Up Game and Season Play Setup" on pages 12-17).

SEASON PLAY

Lead your team through a rigorous BBA season and compete for the BBA Championship (see "Pick-Up Game and Season Play Setup" on pages 12-17).



MINI-GAMES

Test your shooting accuracy in a quick game of Hot Shot, or tune up your all-around basketball skills in Practice mode (see page 18).

MULTIPLAYER

Play some two-player hoops in Multiplayer mode (see "Multiplayer" on page 21).

OPTIONS

Configure gameplay rules and general settings (see "Options" on pages 9-10).

EXTRAS

Check out the Backyard Kids' biographies and view awards. You can also see those that helped create the Backyard Basketball game in the Credits section.

OPTIONS

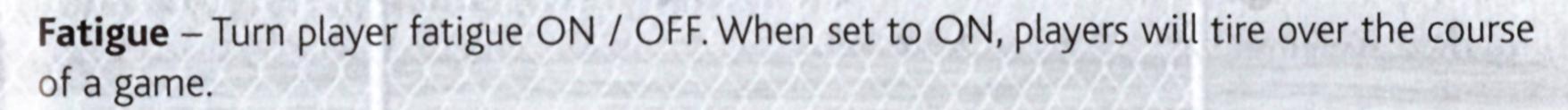
Game Setup

Game Difficulty – Choose a difficulty level: Rookie, Pro or All Star.

Quarter Length – Choose 2-, 3- or 4-minute quarters.

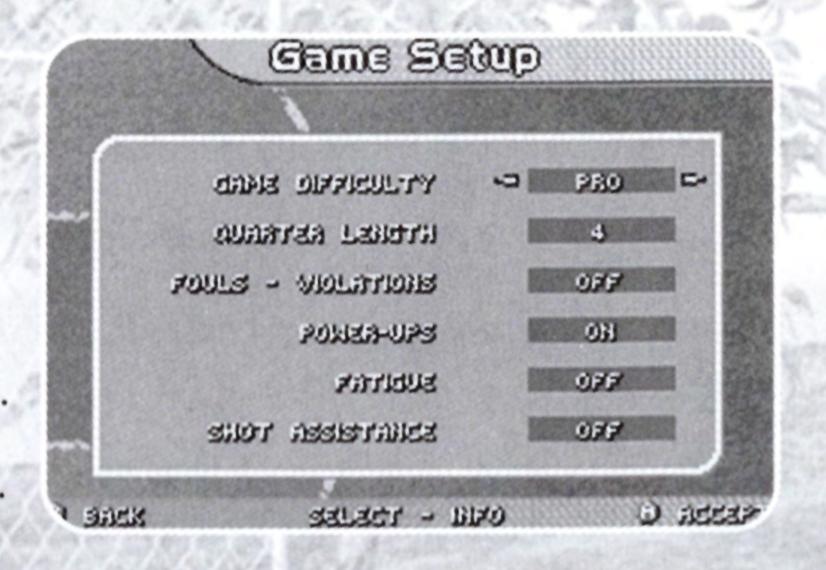
Fouls / Violations – Turn fouls and violations ON / OFF.

Power-Ups – Turn power-ups ON / OFF.



Shot Assistance – Turn shot assistance ON / OFF. When set to ON, your players will automatically shoot the ball once the Shot Meter becomes fully charged (see "Shot Meter" on page 19 for additional details).

The above gameplay options are set automatically, depending on the difficulty level you choose. You can change any of these options individually by using the + Control Pad.



General Options

Music - Turn the background music ON / OFF.

Commentary – Turn the pre-game commentary ON / OFF.

Display Fatigue Bar – Turn the Fatigue Bar ON / OFF (see "Fatigue Bar" on page 20 for details).

Display Initials – Turn player initials ON / OFF. Player initials help you see who is who on the court.

Auto Save – Turn the Auto Save feature ON / OFF. When set to ON, your progress will be saved automatically after each Season Play game. When set to OFF, you will be prompted before saving.

Shot Meter – Turn the Shot Meter ON / OFF (see "Shot Meter" on page 19 for details).

Brightness – Select screen brightness appropriate for the Game Boy Advance, the Game Boy Advance SP or for a television.

PAUSE MENU

Press **START** to pause the game and display the Pause Menu. You can select from the following options:

Resume – Return to the current game.

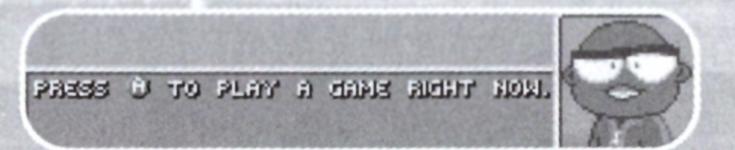
Time Out - Call a timeout for your team and edit your player lineup.

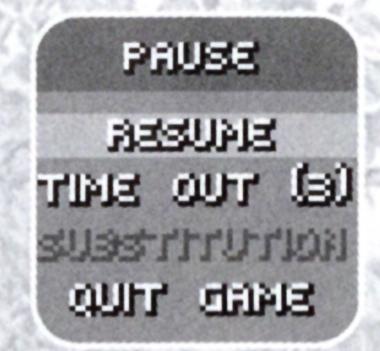
■ Substitution — Substitute players on the bench for players on the court.

Quit Game – Quit the game and return to the Main Menu. **Note:** Your progress in the current game will not be saved.

INFO BARRY

At any menu or selection screen, press **SELECT** to bring up Info Barry. Info Barry displays useful information about menu items and controls. When you're finished, press **SELECT** to hide Info Barry.





PICK-UP GAME AND SEASON PLAY SETUP

COACH SIGN-IN SCREEN (Season Play mode)

Create a New Coach

Create a coach and start a new BBA season. Enter a coach name, select OK and then press the A Button.

Sign In Existing Coach

Select an existing coach and press the **A Button** to resume a season already in progress.



Copying a Coach

Select Copy and press the A Button; then select the coach you want to copy and press the A Button again to confirm.

Deleting a Coach

You can save up to two coaches. To delete a coach, select Delete and press the **A Button**. Select the coach you want to delete and press the **A Button** again to confirm.

GAME SETUP SCREEN

Set gameplay options (see "Game Setup" on page 9 for details) for the current game or season.

TEAM SELECT SCREEN

Select one of 30 NBA or six Backyard teams.

Use the **L Button** or **R Button** to view more teams.



COURT SELECT SCREEN

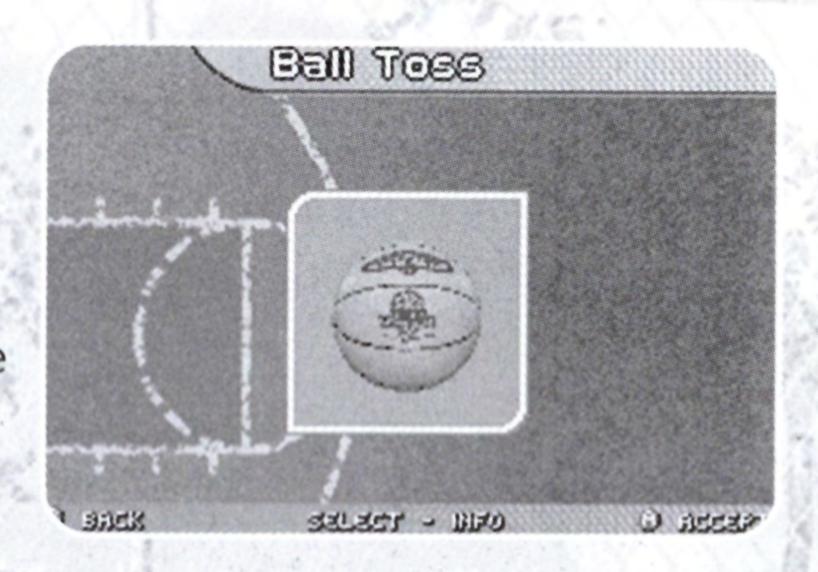
Select from four standard courts and two unlockable bonus courts. You can unlock bonus courts by winning the Conference Finals and the BBA Championship (in Season Play mode). **Note:** In Season Play, The court you choose becomes your home court.



LOGO AND VALVE (Pick-Up Game mode)

Just like in a real neighborhood game, the teams play the traditional Logo and Valve guessing game to determine who chooses first.

Press the **A Button** to stop the ball from spinning. If the ball lands logo side up, then Player 1 chooses first. If the ball lands valve side up, then Player 2 or the CPU player chooses first.



PLAYER SELECT SCREEN



Player Information

Press the R Button to view more about a player, including his or her biography and skills.

Picking Players

- Use the + Control Pad to cycle through the available players and highlight the kid you want to select.
- Press the A Button.
- Select Yes and press the A Button again to confirm your choice.
 - Continue making picks until you have five kids on your team.

Note: In Pick-Up Game mode, Player 1 and the CPU alternate picking players.

Creating Custom Players

You can create and save up to ten custom players.

- Select the "?" player icon and press the A Button.
- The Select a New player slot, and then choose a nickname and physical attributes.
- Press the A Button to accept.
- Use the + Control Pad to distribute the available skill points across the skill options, and then press the A Button to finalize and save your custom player.

Loading Custom Players

To load a custom player, select the "?" player and press the **A Button**. Highlight a player slot containing a saved custom player and press the **A Button**. Select Yes to confirm your selection.

Deleting Custom Players

To delete a custom player, select the "?" player and press the **A Button**. Select Delete and choose the custom player you want to delete. Press the **A Button** again and choose Yes to confirm.

Jump to Game

At any time during player selection, press **START** to quick-start the game. Random kids will be chosen for the remaining open player slots and then the game will begin.

SEASON PLAY MENU (Season Play mode)

Play Game – Start your next scheduled game.

Edit Lineup – Adjust your current team lineup (see "Edit Lineup" on the next page).

My Team Page – View your player milestones, team news and team photo.

League Report – View your team's season statistics, standings, schedule, playoff schedule and awards.



Game Setup – Configure gameplay options (see "Game Setup" on page 9).

Edit Lineup

You can set up your player positions at the Edit Lineup screen. When satisfied with your choices, press the **B Button** to return to the Season Play Menu.

Change Player Positions

Use the A Button to select a player. Move the player to a new position by pressing the

+ Control Pad, and then press the A Button to confirm the new position.

Substitutions

Select Manual if you want to make your own player substitutions during a game. Select Auto if you want the game to automatically make player substitutions for you.

PRE-GAME COMMENTARY

Before the tip-off, commentators Sunny Day and Barry Dejay announce the team matchup. Press the **A Button** to advance their commentary. If you want to get right into the action, press **START** to skip the commentary.

MINI-GAMES

PRACTICE

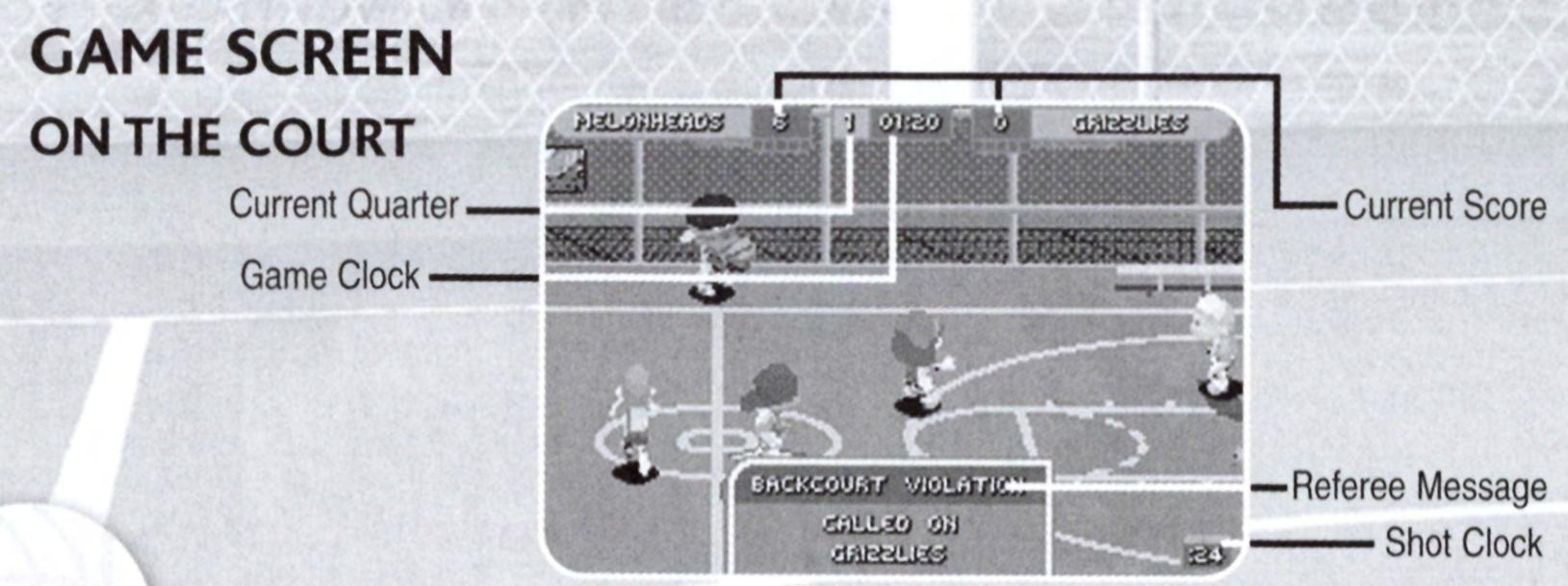
Select a court, and then practice your shooting, passing and dribbling skills. When you're finished practicing, press **START** and select Quit.

HOT SHOT

Hot Shot is a fun, one-on-one game. Each player can select from several shooting locations on the court,

each with its own point value. There are three rounds of play, and the kid with the most points at the end of the third round is the winner.





GAMEPLAY ICONS



Selected Player

The star icon highlights the player you are currently controlling.



Player 2

The bull's-eye icon highlights the open player you can pass to.



Player 3

The circle icon highlights the third player on your team.



Shot Meter

For the most accurate shot, shoot the ball when the Shot Meter is full. Press and hold the **A Button** to charge the Shot Meter, and then release to shoot. **Note:** The Shot Meter does not appear when the Shot Meter option is set to OFF (see "General Options" on page 10).



Off-Screen Icons

The red triangle icon points to the player you are controlling when he or she is offscreen. The blue triangle icons point to the other players on your team.



Power-Up

Run over power-ups to gain amazing abilities, including Hot Hand, Super Speed and more. Power-ups last for one possession or up to five seconds.

Fatigue Bar

Note: The Fatigue Bar shows the amount of energy that a player has remaining. Note: The Fatigue Bar does not appear when the Fatigue option is set to OFF (see "Game Setup" on page 9).

GAME SUMMARY SCREEN

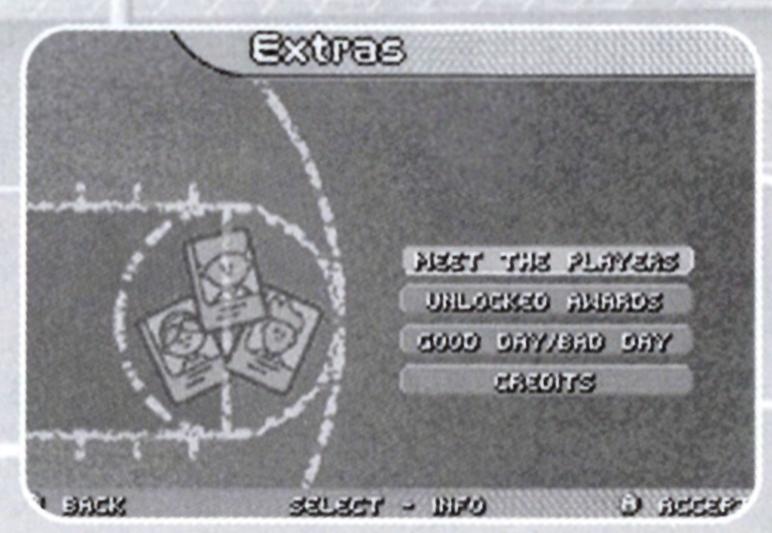
The Game Summary screen displays overall stats between periods and at the end of a game. When finished viewing the Game Summary screen between periods, press the **A Button** to continue. See "Stats" on page 23 for details on the stats categories.

Pace	WS	
26	SCORE	16
0.619	FIELD GOAL 2	0.411
19/81	FG MADEZATT.	7/17
0.000	3-POINTERS 2	0.868
0/2	BP MADE/ATT.	2/6
	SELECT - BIFO	O ACCEP

EXTRAS

Select Extras from the Main Menu to view the following:

Meet the Players – Check out the Backyard Kids and the kid versions of NBA stars. Learn about each player's biography and basketball skills. Use the + Control Pad and press the A Button to select a player and view his or her information.



Unlocked Awards – View the awards that you have unlocked during gameplay. Awards include Rookie of the Year, MVP and more.

Past Game MVPs - View information about past winners of the Player of the Game award.

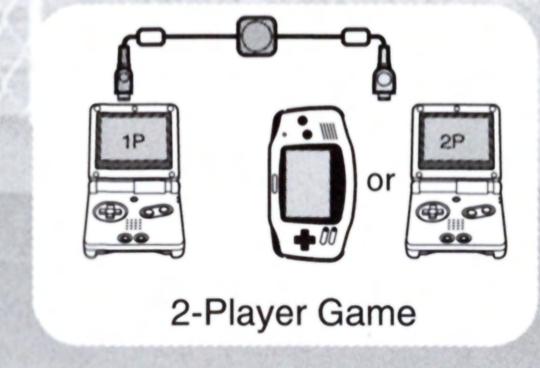
Credits - View a list of the people who helped create Backyard Basketball.

MULTIPLAYER

You can play a *Backyard Basketball* multiplayer game by using two Nintendo Game Boy Advance systems and a Game Link cable. **Note:** Two *Backyard Basketball* Game Paks are required for multiplayer linked games.

CONNECTING GAME BOY ADVANCE SYSTEMS

- Before connecting the Game Boy Advance Game Link cable, both Game Boy Advance systems must be switched OFF.
- Connect the Game Link cable to each of the systems.
- Insert a Backyard Basketball Game Pak into each system and switch the systems ON.



From the Main Menu, both players must select the Multiplayer option. Select Head-to-Head for classic three-on-three basketball against your opponent, or choose Hot Shot to go one-on-one.

The player connected to the purple connector on the Game Link is Player 1 and controls the game settings.

OFFICIAL BBA RULES

Backyard Basketball uses rules similar to those used by the National Basketball Association, with a few modifications.

SCORING

2-Point Field Goal: A successful shot taken from inside the 3-point line is worth 2 points.

3-Point Field Goal: A successful shot taken from beyond the 3-point line is worth 3 points.

Free Throw: A player is given one, two or three uncontested ("free") shots at the basket from the free-throw line when a foul or violation occurs. Free throws begin after the fifth team foul in a quarter.

TIME

There are four 2-, 3- or 4-minute quarters in the game (see "Options" on pages 9-10).

There is a 24-second shot clock. The shot clock resets when a shot is made, when the ball hits the rim or when a turnover occurs. Possession goes to the opposing team when the shot clock reaches zero.

Each team receives three timeouts per half and one timeout per overtime quarter (as needed).

Overtime consists of one-minute quarters (as needed).

STATS

PLAYER STATS	
GAMES	Games played
MIN	Total minutes played
MPG	Minutes played per game
PPG	Points per game
PTS	Total points
RPG	Rebounds per game
DEF	Defensive rebounds
OFF	Offensive rebounds
REB	Total rebounds
AST	Assists
FGA	Field goals attempted
FGM	Field goals made
FG%	Field goal percentage

F. 457.50.11	SULT-MEDICAL SECTION OF SECTION AND SECTION AND SECTION ASSESSMENT AND SECTION ASSESSMENT ASSESSMEN
PLAYER STATS	
3PTA	3-point shots attempted
3PTM	3-point shots made
3PT%	3-point shot percentage
FTA	Free throws attempted
FTM	Free throws made
FT%	Free throw percentage
BLK	Blocks made to date
BPG	Average blocks per game
STL	Steals made to date
SPG	Steals per game
TO	Turnovers
TOPG	Turnovers per game

CREDITS

Humongous Entertainment

Rafael Calonzo Lead Designer

Jeff McCrory Producer

Craig Hardin
Paul Wesberry
Model & Animation Artists

Daylon Waldon Audio Engineer

Robert Ochs
Associate Producer

Jenny Neuburger Production Assistant

Kristen Hebentreit Voice Talent

Erik Halde Pat Wylie Special Thanks

Andy Hieke Senior V.P. and General Manager Bill Petro V.P. of Development

Skip Saling Executive Producer

Jim Bradrick Art Manager

Brad Carlton

Design Director

Henrik Steen Technical Director

Mistic Software

Christophe Desplanches Lead Programmer

Frederic Marsolais Martin Vachon

Programmers

Christophe Desplanches

Alain Petit

Johann Gagnon

Tools & Library Programmers

Francis Malvesin Lead Graphic Artist

Martin Tremblay Richard Sirois Graphic Artists Vannara Ty Lead Designer

Martin Vachon Designer

Frederic Bibet Studio Manager

Christophe Comparin President of Mistic

Flavien Bau Jacques Sarremejeanne Special Thanks

Allister Brimble Anthony Putson Music and SFX

Atari

Melanee Hannock Senior Brand Manager

Paul Hellier Director of Technology

Tom Nichols Director of Marketing

Chris Munson Licensing Specialist

Steve Martin

Director of Creative Services

Elizabeth Mackney
Director of Editorial &
Documentation Services

Kristine Meier Art Director

Melissa Caccavaro Graphic Designer

Ross Edmond

Documentation Specialist

Norm Schrager Copywriter

Michael Gilmartin

Director of Publishing Support

Bill Carroll

Q.A. Manager

Ken Ford

I.T. Manager/Western Region

Michael Vetsch

Manager of Technical Support

Ezequiel "Chuck" Nunez Arthur Long Q.A. Testing Supervisors Jaime Gonzalez

Lead Tester

Anthony Ma

Assistant Lead Tester

Dennis Chan

Kendrick Chan

Eric Hicks

Kevin Hogan

Franco Junio

Marco Mah

Chad Neel

Eric Pacho

Nessie Rilveria

Testers

Ken Edwards

Engineering Services Specialist

Eugene Lai

Engineering Services Technician

Cecelia Hernandez

Sr. Manager Strategic Relations

Joy Schneer

Sr. Manager Strategic Relations

Shaila Patel

Strategic Relations Specialist

Todd Curtis

Vice President, Operations

Eddie Pritchard

Director of Manufacturing

Lisa Leon

Lead Senior Buyer

Gardnor Wong Senior Buyer

Tara Moretti

Buyer

Janet Sieler

Materials Planner

Nichole Mackey Process Planner

NBA Special Thanks

Greg Lassen

Senior Director Interactive and

Electronic Licensing

Shari Wolford

Assistant Coordinator

Jennifer Keene

Director of Sports Marketing -

Williams & Connolly LLP

ATARI WEB SITES

To get the most out of your new game, visit us at:

http://www.atarikids.com

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when

prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix. Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

END-USER LICENSE AGREEMENT

IMPORTANT — **READ CAREFULLY:** Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

- 1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
- 2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
- 3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

- 1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
- 2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
- 3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
- 4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
- 5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may

use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF

ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

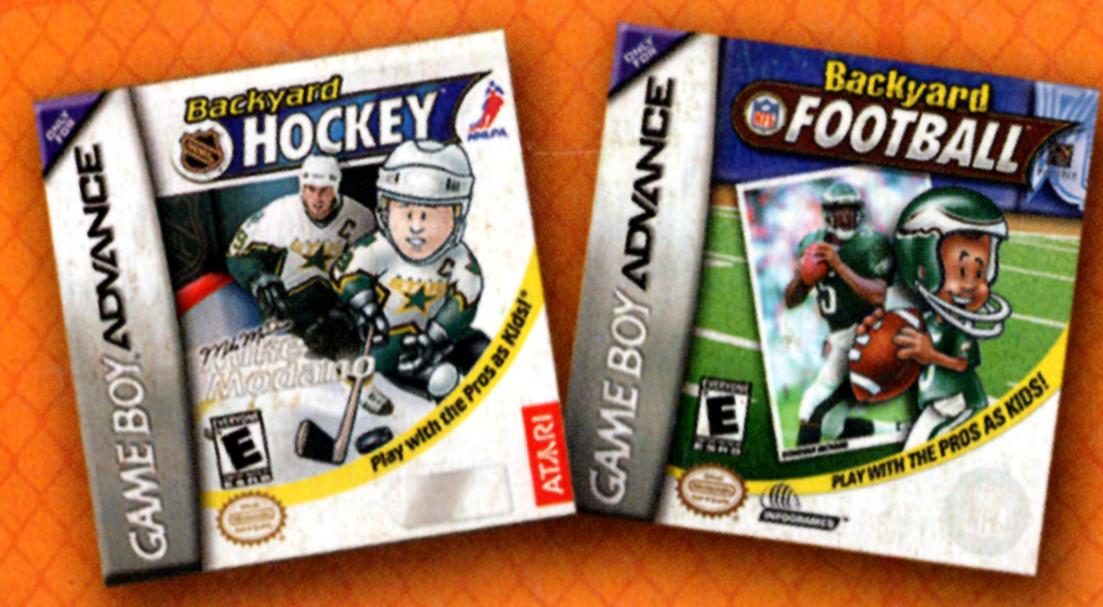
If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

© 2004 Atari, Inc. All Rights Reserved. All trademarks are the property of their respective owners. Developed by Humongous Entertainment.

The NBA and individual NBA member team identifications reproduced on this product are trademarks and copyrighted designs, and/or other forms of intellectual property, that are the exclusive property of NBA Properties, Inc. and the respective NBA member Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2004 NBA Properties, Inc. All rights reserved.

07604



More Backyard Action!



Register online today to get faster access to Tech Support and to receive great information and offers about this and upcoming products. It's as easy as A, B, C!

A. Go to www.gameregister.com B. Enter your game's information C. Select a great offer

Atari will not contact you without your express permission. For more information about our privacy policy, visit www.atari.com/us/privacy_policy.asp

Atari, Inc., 417 Fifth Avenue, New York, NY 10016 USA PRINTED IN USA.

www.atarikids.com

© 2002-2003 Atari, Inc. All Rights Reserved. All trademarks are the property of their respective owners. Developed by Humongous Entertainment. NHL and the NHL Shield are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2003 NHL. All Rights Reserved. Officially Licensed Product of the National Hockey League Players' Association, NHLPA and the NHLPA Logo are Trademarks of the NHLPA and are used, under license, by Atari, Inc. Officially Licensed Product of the National Hockey League Players' Association. © 2002 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2002 PLAYERS INC.

LICENSED BY NINTENDO. NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.